# SONIC™ MANIA



SEGA®

WM-01



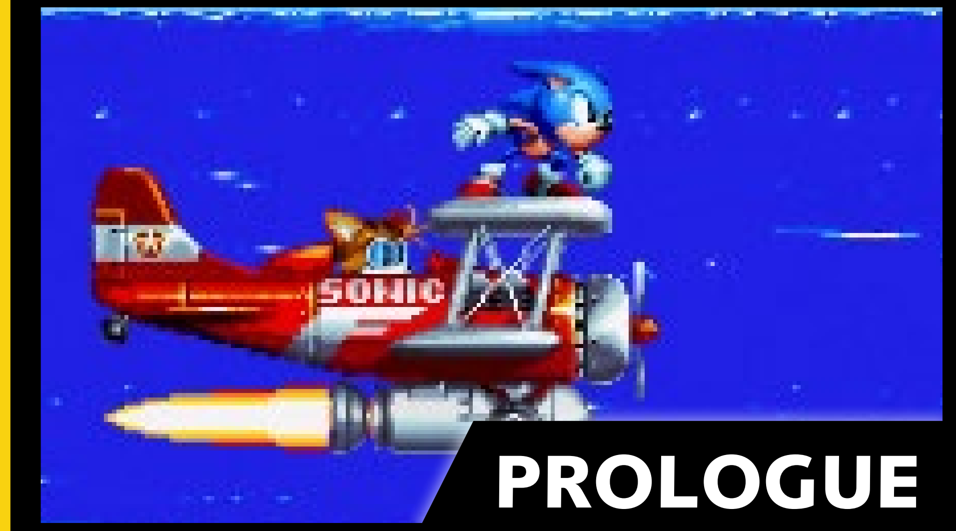
CONTROLS



GAMEPLAY



MODES



PROLOGUE



CHARACTERS

HINTS & TIPS

# PROLOGUE

## A Disturbance on Angel Island

Discovering a sudden dimensional breach in the atmosphere, evil genius Dr. Eggman detected a unique wave signature emanating from Angel Island. Realising that it could be a source of unspeakable power, he immediately dispatched his elite robot minions—the Hard Boiled Heavies (HBH)—to retrieve it.

Meanwhile, Sonic and Tails were also tracking the signal but arrived a little late to the party—the HBH were already there, excavating a mysterious gemstone out of the ground. As they did so, space time suddenly warped around them, catapulting them all to the Green Hill Zone.

As the HBH rush to deliver the gemstone to Dr. Eggman, it's up to Sonic, Tails & Knuckles to stop them.

**Don't let the Phantom Ruby get into the wrong hands!**



# CHARACTERS

## SONIC THE HEDGEHOG

The world's fastest hedgehog, running as fast as he can to stop the Hard Boiled Heavies (HBH) and thwart Dr. Eggman's diabolical plans.





## MILES 'TAILS' PROWER

A young fox with two tails and loyal friend of Sonic. By spinning his tails, he can fly like a helicopter.



## KNUCKLES THE ECHIDNA

Born and raised on Angel Island, he is the guardian of the Master Emerald. He excels at mid-air gliding and climbing.



## DR. EGGMAN



Self-proclaimed evil genius scientist and megalomaniac. He's always trying to take over the world, but a certain blue hedgehog keeps getting in the way...

## HARD BOILED HEAVIES (HBH)

A powerful robot army built by Dr. Eggman. Loyal to his orders, the Heavies successfully retrieved the mysterious gemstone, but its powers seem to have loosened a few of their screws.



### HEAVY KING

The leader of the Hard Boiled Heavies. Commands his elite troop with a watchful eye and a powerful scepter.

### HEAVY GUNNER

A loose cannon that packs serious firepower. He often flies by in a helicopter to terrorize from above.

### HEAVY SHINOBI

A robot ninja that uses Asterons as shurikens. Watch out! One swing from his sword will freeze you in your tracks.

### HEAVY MAGICIAN

A mystic performer with bewildering tricks up her sleeve. With her shape-shifting hat, she's getting the band back together.

### HEAVY RIDER

A thrill-seeking robot that pulls off daring stunts. Better watch out for her dangerous jumps and her trusted Motobug, Jimmy.

# CONTROLS

## CLASSIC 2D PLATFORMER

The original look and feel of the familiar Zones found in the earliest Sonic titles have been revisited, revamped, and packed full of new routes, hazards and surprises. Some completely new Zones have also been added to this retro 2D platforming masterpiece.







## BASIC ACTIONS

This game can be played by 1 or 2 players.
A second controller is recommended for 2 player play.

# Controls (Gamepad)




Menu Button

Quick Restart for Time Attack
Press and hold during Time Attack to quickly restart your time attack

D-Pad

Left Stick

Spin Jump



Press ← → to walk, or hold to run



Press ↓ while running to spin

While standing still, hold ↑ ↓ to look that way and press ↓ to crouch

(The gamescreen will scroll up and down)





Press and hold ↓ and press one of the actions buttons repeatedly, then release ↓ to perform a Spin Dash

Spin Jump

Use this move to damage enemies and open item boxes



# Controls (Keyboard & Mouse)

| PLAYER 1 CONTROLS | MENU CONTROLS | IN-GAME CONTROLS |
|---|---|---|
| ⬆ | Up | Look up |
| ⬇ | Down | Crouch |
| ➡ | Right | Move towards right |
| ⬅ | Left | Move towards left |
| Enter | Select / Confirm | Pause |
| A key | Select / Confirm | Jump |
| Q key | Delete | Jump |
| S key | Back | Jump |
| Mouse | Move | |
| Left-Click Mouse | Select | |
| Right-Click Mouse | Back | |
| W key | Aux. | Quick restart |

| PLAYER 2 CONTROLS | MENU CONTROLS | IN-GAME CONTROLS |
|---|---|---|
| Num Pad 8 | Up | Look up |
| Num Pad 5 | Down | Crouch |
| Num Pad 6 | Right | Move towards right |
| Num Pad 4 | Left | Move towards left |
| [ key | Select / Confirm | Pause |
| J key | Select / Confirm | Jump |
| U key | Delete | Jump |
| K key | Back | Jump |

# UNIQUE CHARACTER ACTIONS

## DROP DASH

—Sonic—



Press and hold the **Spin Jump** button during a jump to perform a Spin Dash immediately upon landing. Steep hills can be cleared quickly and easily.

## FLY/SWIM

—Tails—



Press the **Spin Jump** button repeatedly to fly. When in water, use the same action to swim. After a short while, Tails will tire, so you can only fly or swim for a limited time.

## BUDDY FLIGHT

—Sonic & Tails (Mania Mode only)—

Press the **Spin Jump** button while holding the **Up** button during a jump to have Tails take flight. Sonic can grab on, and repeatedly press the **Spin Jump** button to fly. Let go of Tails by pressing the **Spin Jump** button once while holding the **Down** button, or allowing Sonic's feet to touch the ground.



## GLIDE

—Knuckles—



Press and hold the **Spin Jump** button during a jump to glide. While gliding, you can change direction and attack enemies by diving head first into them. Release the **Spin Jump** button to drop straight to the ground.

## WALL CLIMB

—Knuckles—



Glide into a wall or other vertical surface to cling onto it. From here, you can easily climb up or down. Press the **Spin Jump** button again to let go.

# MAIN MENU

Press any button at the title screen to display the main menu. The first time you play, only "MANIA MODE", "OPTIONS" and "EXTRAS" will be available for selection, but more will unlock as you progress through the game.

## MANIA MODE

The main story mode of this title. Select Sonic, Sonic & Tails, Tails or Knuckles as your player character.

## COMPETITION

A competitive mode for 2 players. Both players can share the keyboard or use two controllers to play.

## EXTRAS

Various bonus game modes which are unlocked as you progress through the game.

## TIME ATTACK

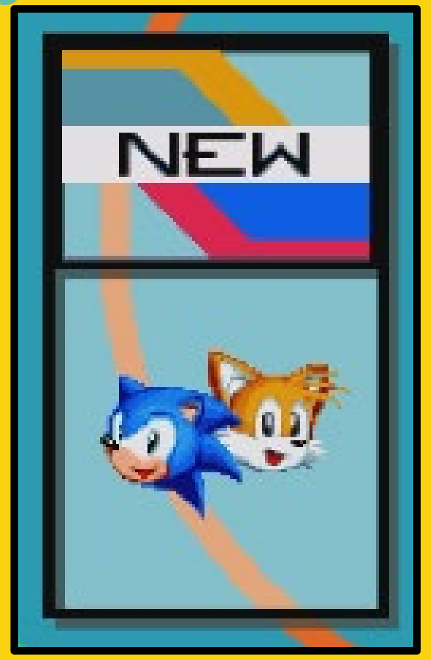
Reach the goal as quickly as you can, and upload your clear time to enter it into the rankings.

## OPTIONS

Make changes to various game settings.

## DATA SELECT

Choose a game slot to begin a new adventure, or continue an existing one. Select "NO SAVE" to play without saving.




### BEGIN NEW ADVENTURE

Select a slot marked "NEW" to begin a new game from the very beginning. Your game progress will be saved automatically as you clear each Zone.




### CHARACTER SELECT

While choosing a slot, you can also select Sonic, Sonic & Tails, Tails or Knuckles as your player character.

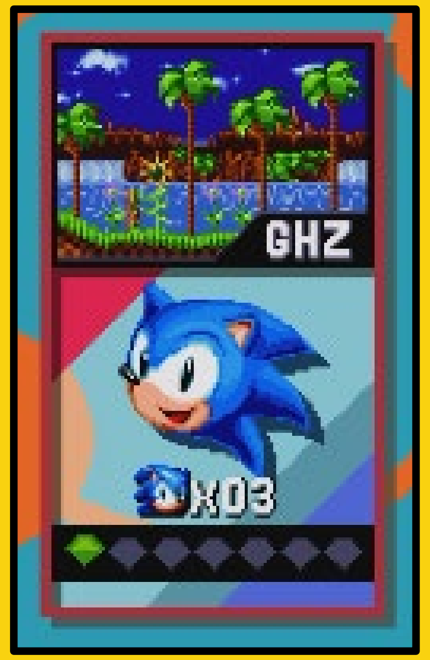
✪ If you select Sonic & Tails, Player 2 can control Tails by using the relevant keys on the keyboard or by using a second controller.

### "NO SAVE" MODE




Select "NO SAVE" to play the game without saving your progress. Play at your own risk!

Select "SECRETS" to set additional bonus features exclusive to playing on NO SAVE. These are unlocked by collecting Medallions in the Bonus Stage.




### CONTINUE GAME

Select a slot containing existing game data to begin from Act 1 of the furthest Zone reached.

✪ Take care when deleting saved data as it cannot be recovered.

## GAME SCREEN




**① Score**
Your total score so far.

**② Time Elapsed**
You have 9'59"99 to clear each Act. Exceed this and you will lose a life.

**③ Current Ring Count**
Take a hit while holding no Rings and you will lose a life.

**④ Hyper Ring**
Displayed after you collect a Hyper Ring.

**⑤ Remaining Lives**
The game will end if you lose a life with only one remaining.

## PAUSE MENU

| | |
|---|---|
| CONTINUE…… | Resume gameplay |
| RESTART……… | Restart from the beginning of the Act |
| EXIT…………… | Exit and return to the main menu |

# PLAYING THE GAME

Run, jump, glide and fly through a series of challenging Zones. Each Zone is comprised of two Acts. Defeat Dr. Eggman at the end of each second Act and free the animals to clear the Zone.

## RINGS

Collect Rings as you progress. If you are holding at least one Ring, you will not be hurt when hit. The Rings you are holding will be scattered though—try to pick as many back up as you can!

## ITEMS

When you find an Item Box, attack with a Spin Jump or Spin Dash to claim the item inside. Items include extra Rings and temporary power ups.

## HAZARDS

Every Zone features an abundance of tricks and traps such as loops, crumbling ground, springs and moving platforms. Work out how to make the best use of these to speed you through the Zones.

START!



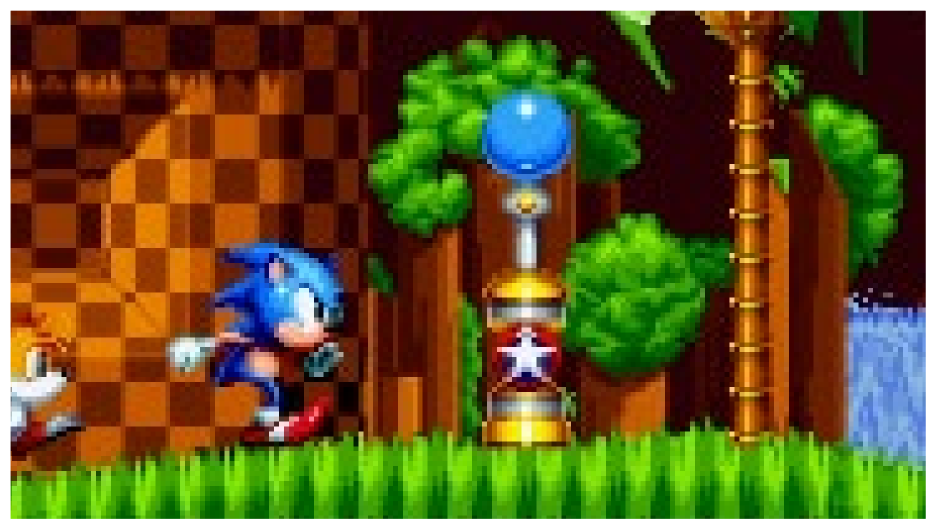




## STAR POST

Pass through a Star Post to activate it. If you lose a life and have lives remaining, you will restart from the last Star Post you activated.

If you are carrying 25 or more Rings when you activate a Star Post, glittering stars will appear above it. Jump into the stars to transport to the ▶BONUS STAGE.



## DIFFERENT ROUTES

There are many possible routes through each Act. Routes vary in difficulty, as well as reward.



Take the upper route



These rocks seem suspicious...



It's the entrance to the ▶SPECIAL STAGE



Roll through the S pipe

Take the lower route



Get more items!

## GAME OVER

If you lose a life with only one remaining, the game will end.

## BOSS BATTLE

At the end of each Act is a powerful Boss. Experiment to find their weakness, then focus your attacks there!




## GOAL

Complete the Act by touching the Goal Plate, or hitting the yellow switch on the Capsule to release the animals.




## RESULTS

At the end of each Act, your remaining time and Rings will be factored into a bonus score.




To the next Act!

## ITEMS

Use Spin Jump or Spin Dash to open an Item Box and gain one of the following items:



**Super Ring**

Increases your Ring count by 10.



**Hyper Ring**

When hit, you will drop packs of Rings which are fewer in number and much easier to collect.



**Invincible**

Shields you from damage for a short time.



**Blue Shield**

Shields you for a single hit.



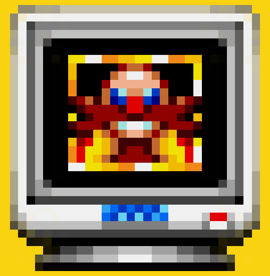
**Power Sneakers**

Increases your running speed for a short time.



**1-UP**

Increases remaining lives by one.



**Eggman Mark**

It's a trap!
This will damage you.

## BARRIER EFFECTS AND SPECIAL ATTACKS

There are three types of barrier effect item. For each, press the **Spin Jump** button during a jump as Sonic to perform the special attack.



**Bubble Shield**

Allows you to breathe under water.

**Special Attack: Bounce Jump**





**Fire Shield**

Makes you immune to fire attack damage. Entering water extinguishes the shield.

**Special Attack: Fireball Spin Dash**





**Lightning Shield**

Draws in nearby Rings. Entering water discharges the shield.

**Special Attack: Double Jump**



## BONUS STAGE

Move constantly forwards, backwards, left and right, and jump over hazards to navigate the stage. Touch all the Blue Spheres to clear the stage and collect a MEDALLION.




**① Remaining Blue Spheres**
Blue Spheres left in the stage.

**② Blue Sphere**
Touch this and it will turn red.

**③ Remaining Rings**
Rings left in the stage (including hidden Rings).

**④ Yellow Sphere**
Touch for a long jump.

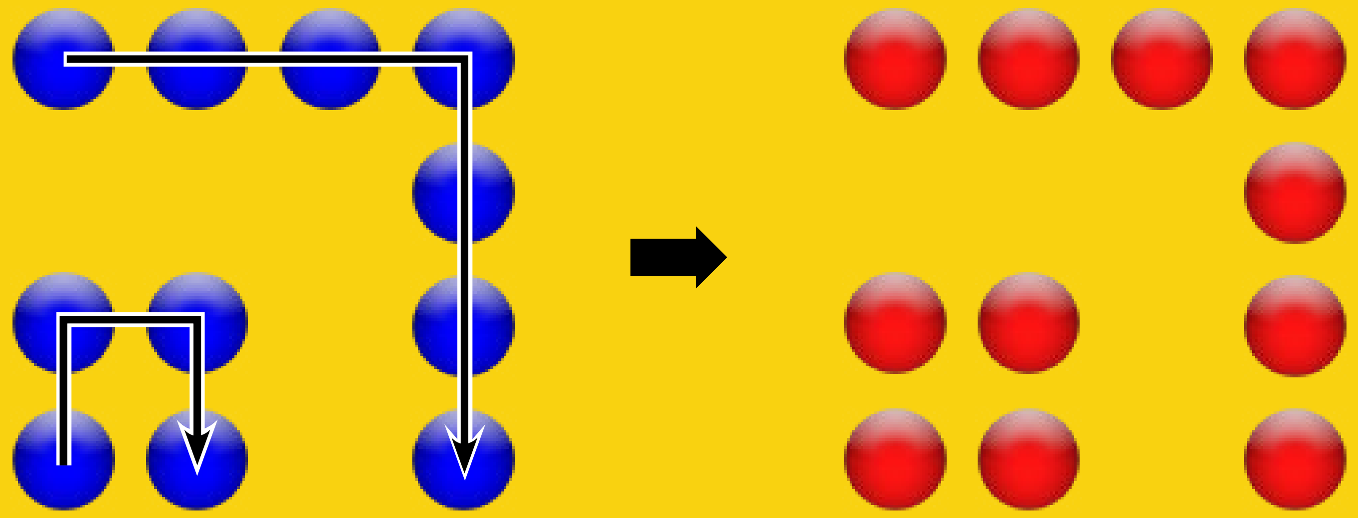
**⑤ Red Sphere**
Touch to immediately end the stage.

**⑥ Bumper Sphere**
Rebound off these and reverse direction.

## RULES

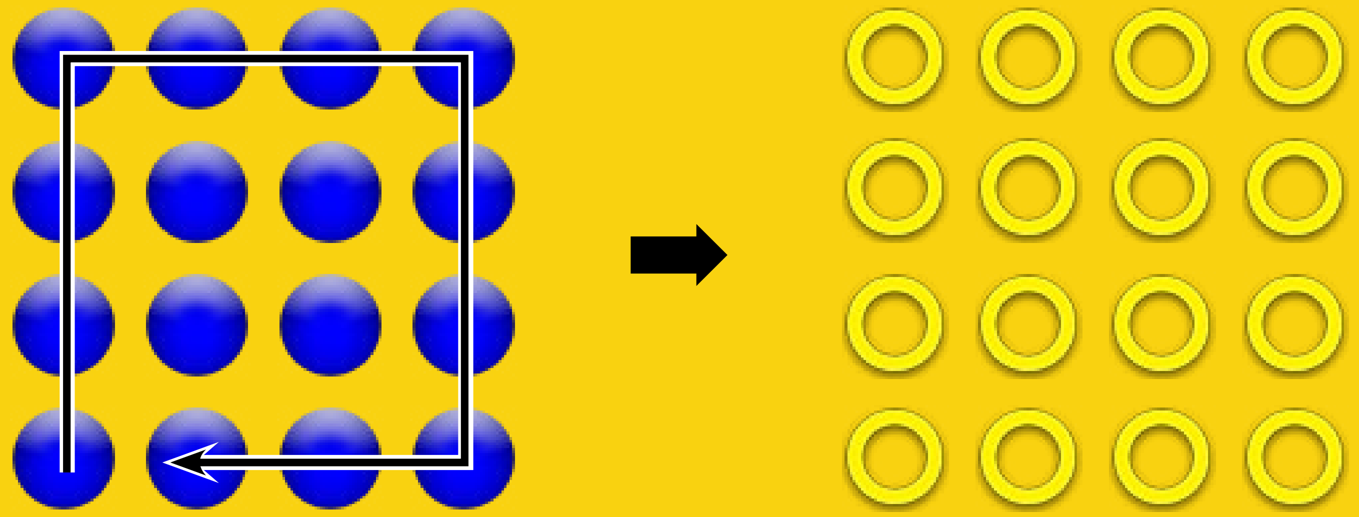
### ● Touch the Blue Spheres to turn them red

Blue Spheres turn red when you touch them. Take care not to touch the Red Spheres, as this will end the stage immediately!



### ● Touch a Blue Sphere perimeter to reveal Rings

Touch all the outside spheres of a block of Blue Spheres to reveal a block of Rings. Picking up all of the Rings is key to earning a perfect clear!



## SPECIAL STAGE

Run around the course as fast as you can and catch the UFO to clear the stage. If you run out of time or fall off the course, the stage will end.




① **UFO**
Catch this to clear the stage.

② **Blue Spheres**
Gather these to fill the Sphere Gauge. They are also found in Item Boxes!

③ **Gauge**
Fill the gauge to increase speed.

④ **Rings (remaining time)**
Time left to complete the stage.

⑤ **Speed**
Your current speed level.

⑥ **Rings**
Gather to increase remaining time. They are also found in Item Boxes!

## RULES

### ● Pick up Blue Spheres to increase speed

Pick up Blue Spheres to gradually fill the Sphere Gauge. When the gauge is full, your speed will increase by one level. The fastest speed level is Mach 3.




### ● Clear the stage to receive a Chaos Emerald

Catch the UFO to clear the stage and receive a valuable Chaos Emerald. Try to collect all seven Emeralds!



# TIME ATTACK

Blast your way through an Act in the shortest time possible. Compete against rivals all around the world for the best time.

## 1 SELECT CHARACTER

Choose Sonic, Tails or Knuckles as your player character.




## 2 SELECT ZONE AND ACT

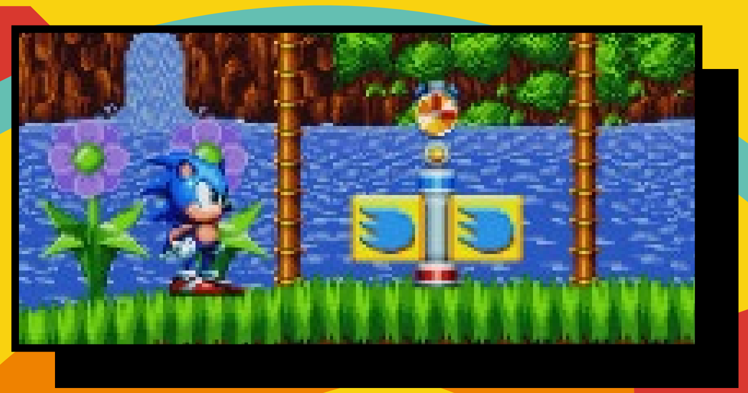
Choose the Zone and Act that you will race through.




✪ Clear Zones in Mania Mode to increase the Zones available in Time Attack.

## 3 BEGIN TIME ATTACK

Pass the Start Marker to begin the challenge! Reach the Goal Marker as quickly as you can!



## 4 ENTER TIME ATTACK RANKING

If your PC is connected to the internet, when you reach the Goal Marker, the game will automatically upload your time record to the online rankings.




✪ An internet connection is required to access the online rankings.

# COMPETITION

A competitive mode for two players. Both players can share the keyboard or use two controllers to play. The player who selects the mode will be Player 1.

## 1 SELECT CHARACTER

Choose Sonic, Tails or Knuckles as your player character.




✪ Both players may choose the same character.

## 2 SET THE GAME RULES

Decide the item release pattern, number of challenges, and the Act to play.






**Player Swap**

The two players swap positions



**Random**

Items are selected at random

## 3 GAME START

The screen will be split horizontally with Player 1 at the top and Player 2 at the bottom.



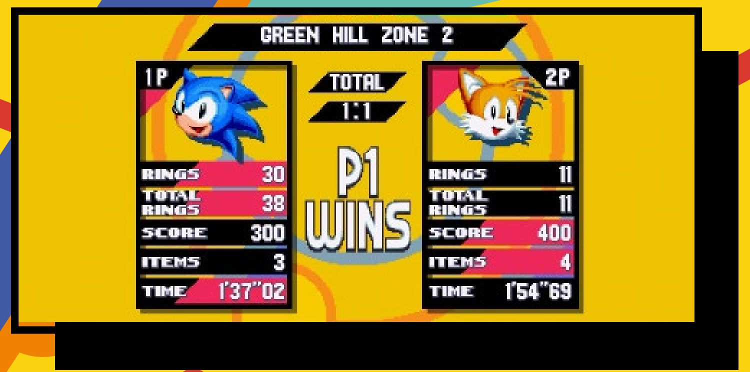

✪ Clear Zones in Mania Mode to increase the Zones available in Competition.

**RULES**

- Once a player reaches the goal, the other player has 60 seconds to complete the Zone, or forfeit to a Time Over.
- If both players Time Over, it will be declared a draw.

## 4 RESULTS

Rings, Total Rings, Score, Items and Time will be highlighted red to show their respective winners. The overall winner will be shown center.



## OPTIONS

The following features are available when you access the Options screen.

## VIDEO

Various video settings can be changed here.




**Screen Filter** ............... Choose a screen filter.

**Windows Size** ............ Choose a Window Size in non-full screen mode.

**Window Border** ......... Display or hide the window border.

**Full Screen** ............... Turn Full Screen mode ON/OFF.

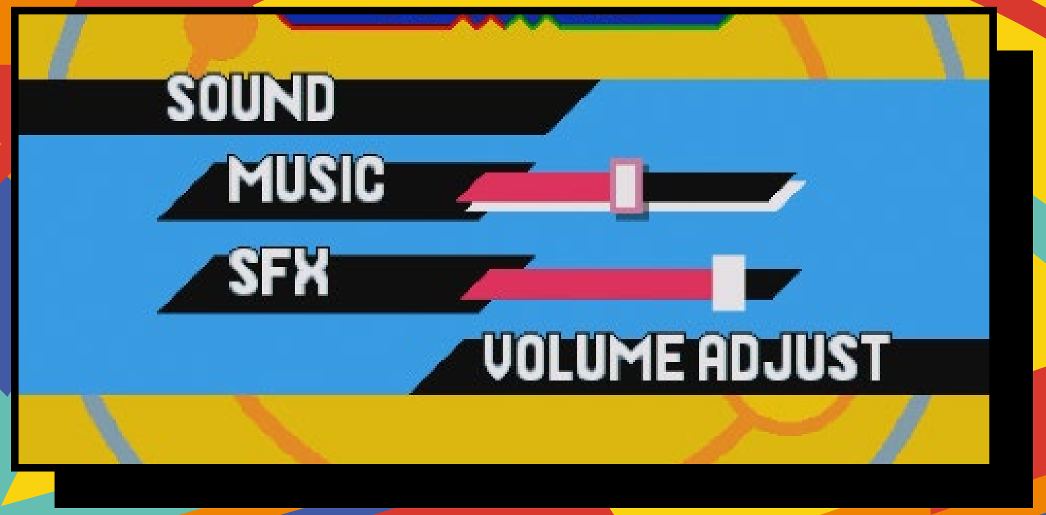
**Resolution** ............... Choose a resolution size.

**VSync** ........................ Turn VSync ON/OFF.

**Triple Buffering** ......... Turn triple buffering ON/OFF.

## SOUND

Set the volumes separately for MUSIC and SFX. Move the bar right to increase the volume.




## CONTROLS

Check the controller diagram and basic commands. Change the key assignments. To restore key assignments to default, select Default.




## LANGUAGE

Select the in-game display language.



# HINTS & TIPS

- Action games are like sports. If you practice every day, you will improve over time.
- In addition to Chaos Emeralds, each Zone contains 1-UP Items for you to find. If you try varying your route, then you might find something surprising!
- By grabbing Tails while he is flying, you can move freely through the air. Invite a second player to help, and clearing tough stages will become that much easier.

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